

JAVA.LANG.SYSTEM.MAPLIBRARYNAME METHOD

http://www.tutorialspoint.com/java/lang/system_maplibraryname.htm

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Description

The **java.lang.System.mapLibraryName** method maps a library name into a platform-specific string representing a native library.

Declaration

Following is the declaration for **java.lang.System.mapLibraryName** method

```
public static String mapLibraryName(String libname)
```

Parameters

- **libname** -- This is the name of the library.

Return Value

This method returns a platform-dependent native library name.

Exception

- **NullPointerException** -- if libname is null

Example

The following example shows the usage of java.lang.System.mapLibraryName method.

```
package com.tutorialspoint;

import java.lang.*;

public class SystemDemo {

    public static void main(String[] args) {

        // prints the name of the Operating System
        System.out.println(System.getProperty("os.name"));

        /* maps a library name into a platform-specific string representing
        a native library */
        String str = System.mapLibraryName("os.name");
        System.out.println(str);
    }
}
```

Let us compile and run the above program, this will produce the following result:

```
Windows XP
os_name.dll
```

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